



WHEN HIGHWAYS BECOME BATTLEFIELDS...

In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields.

You are the patriotic leader of a road gang who has been asked by what is left of the Federal Government to locate eight scientists. Return them to a secret underground lab so they can develop a vaccine to neutralize the deadly microbes.

As you crisscross the highways on your desperate mission, you must constantly battle mutants, cannibals, and rival road gangs. You can let the computer resolve combat quickly, or choose to personally direct the fighting in great tactical detail. Assign men to vehicles and move them around. Order your men to fire with guns or crossbows, ram or board enemy vehicles.

ROADWAR 2000 is an exciting game of survival in a brutal, lawless world. Maximize your chances by fighting for new recruits, vehicles, supplies, food, gas, guns, ammunition, and medicine.

In the race to save the United States, these are more precious than gold.

Screen displays shown are from the APPLE II. Displays from other computers may vary.

Group status report

STREETROLLERS	VEHICLES
TOTAL CAPACITY	3700
PASSENGER CAPACITY	200
FUEL CONSUMPTION	20
FOOD	1000
AMMO	500
MEDICAL SUPPLIES	50
TOTAL SUPPLIES	1700
REPAIRS	1000
CASH IN B.C.D.	1000.00

PRESS ANY KEY TO CONTINUE. A TO EXIT

Status report on a vehicle

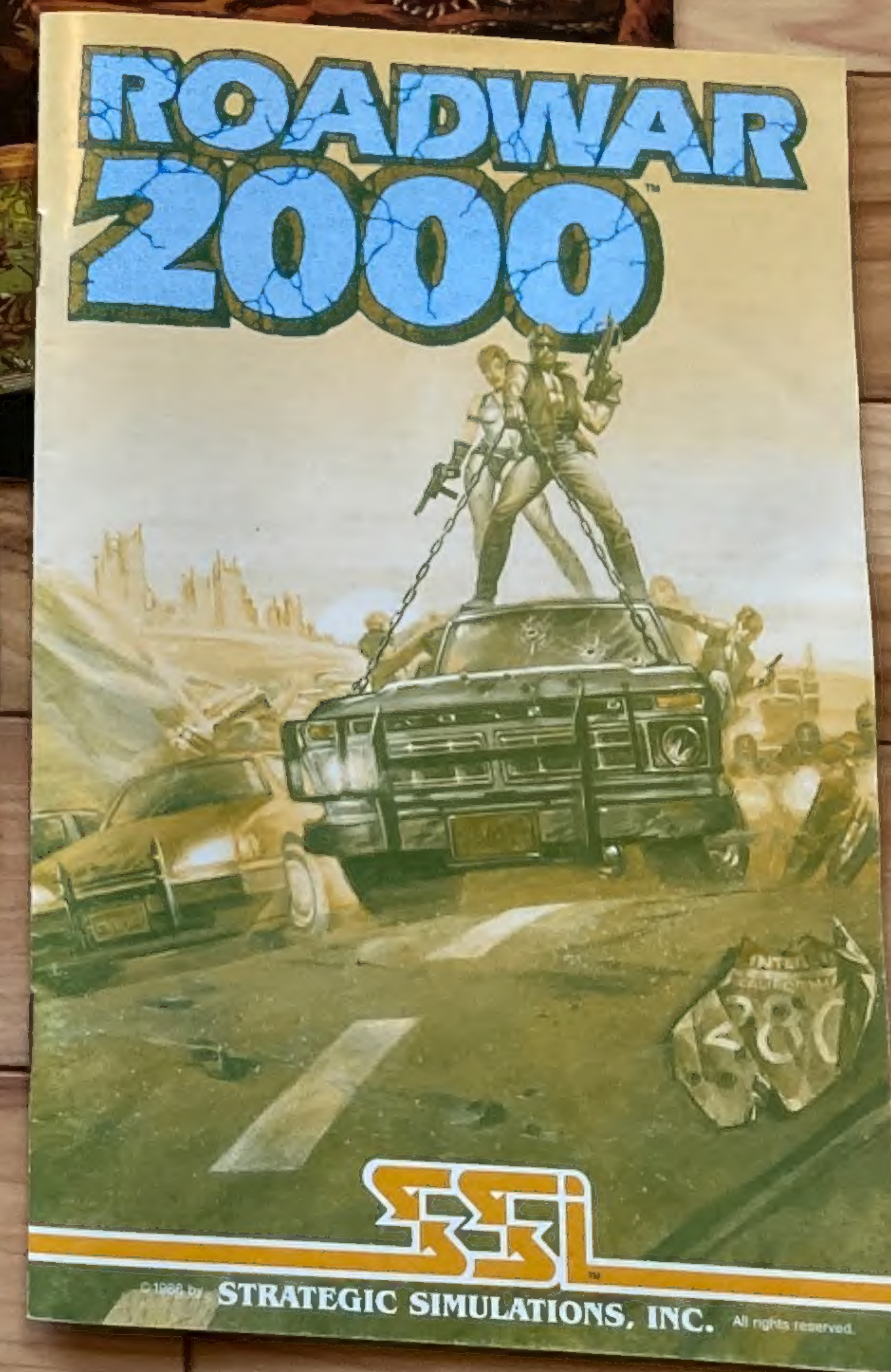
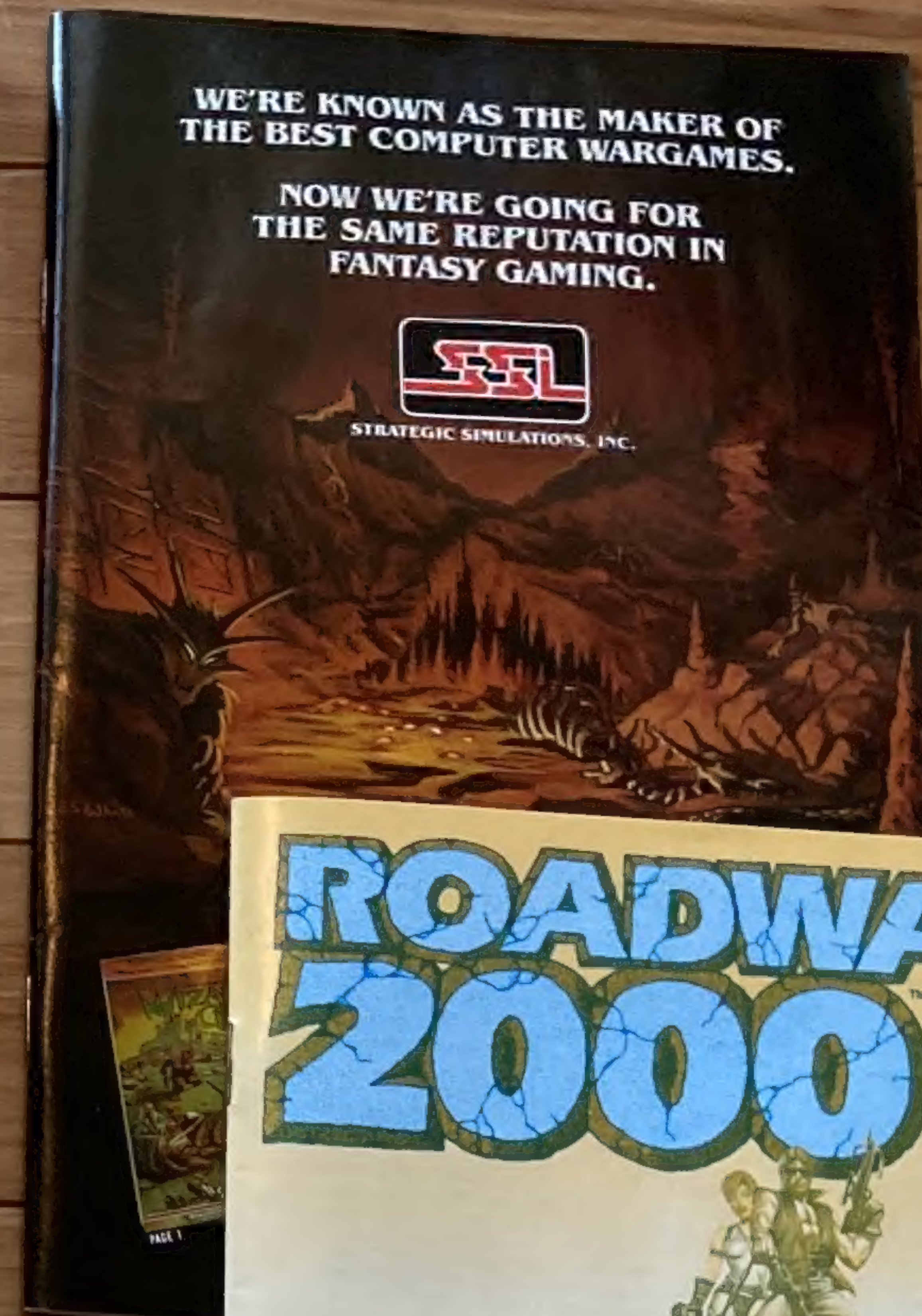
VEHICLE 1	LINEUP
STRUCTURE	10.00
REPAIRABILITY	5.0
ACCELERATION	2.0
RELATION TYPES	4.0
PRICE	7.0
PROTECTION (L-R-B-T)	4-4-4-4
WEAPON (G-C-B-S)	1-1-1-1
CROSSER (G-C-B-S)	1-1-1-1
WEAPON (G-C-B-S)	1-1-1-1

PRESS ANY KEY TO CONTINUE. S FOR CRASH, R FOR REPAIR, E FOR EXIT

Exploring the Florida region

Deploying for combat in an oilfield

MADE IN U.S.A.



STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____

2. What computer was used to play this game? _____

3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability 9 8 7 6 5 4 3 2 1

Realism 9 8 7 6 5 4 3 2 1

Excitement 9 8 7 6 5 4 3 2 1

4. How did you purchase this game?

5. Please write your comments here: _____

6. How would you rate the quality of the game? _____

7. What other games do you own? _____

8. Where did you purchase this game?

1) ☐ computer store

2) ☐ software store

3) ☐ toy/hobby store

4) ☐ bookstore

5) ☐ department store

6) ☐ SSI direct

7) ☐ other mail order

8) ☐ other _____

Name _____

YOURS FREE !!

QuestBusters™, the Adventurer's Newsletter, offers the timeliest news, clues and in-depth reviews of all the new adventure and fantasy role-playing games.

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YES, rush me the next issue of QuestBusters™ free and sign me up for a one-year subscription for only \$14.99. That's twelve more issues for a total of thirteen.

GUARANTEE: If not satisfied, just cancel for a full refund on issues not yet received.

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Name _____

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City _____ State _____ Zip _____

LOWEST RATE AVAILABLE!

(QuestBusters™ is an independent publication unaffiliated with any software company.)



WHEN WAYS BECOME TLEFIELDS...

bacteriological warfare has ripped apart
American civilization. Cities have turned
izes; the highways, into battlefields.

the deadly microbes.
As you crisscross the high-
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around. Order your men to fire
with guns or crossbows, ram
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ROADWAR 2000 is an
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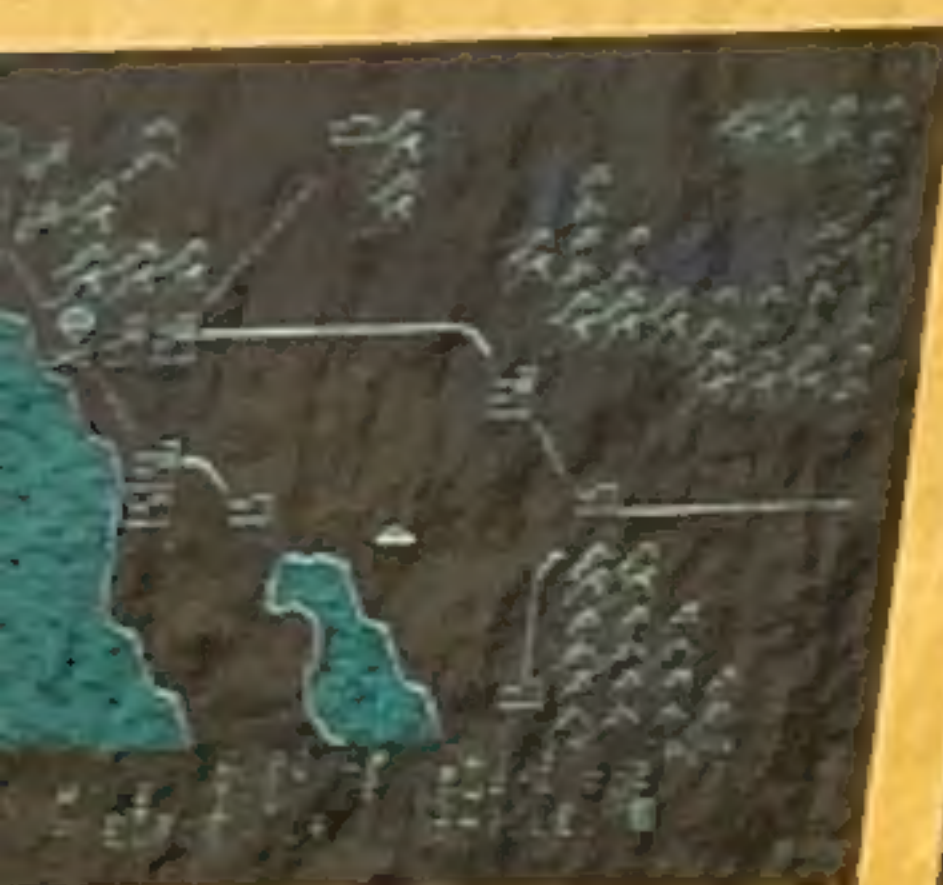
In the race to save the
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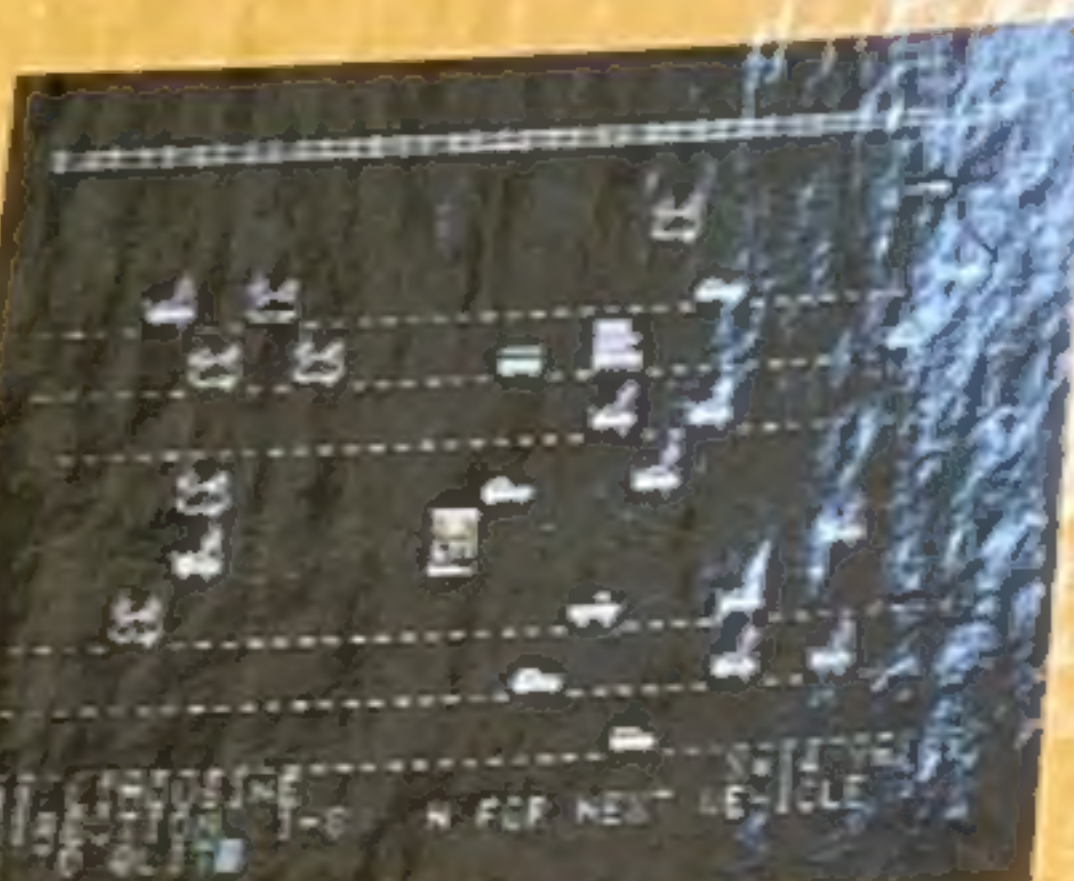
VEHICLE 1	LIMOUSINE	23/23
STRUCTURE		2/2
MANEUVERABILITY		2/2
ARMING		2/2
ACCELERATION		2/2
WEAPON TYPES		2/2
THREAT		2/2
PROTECTION (L/R/F/B/T)		2/2/2/2/2
INTERIOR CREW CAPACITY		2/3/1/1/0
INTERIOR CREW QUALITY		2/3/1/1/0
TOWERSIDE CREW CAPACITY		1/2/1/1/1
TOWERSIDE CREW QUALITY		1/2/1/1/1

PRESS <OR> TO CHANGE VEHICLE. G FOR
GANG STATS. OR X TO EXIT.

Status report on a vehicle



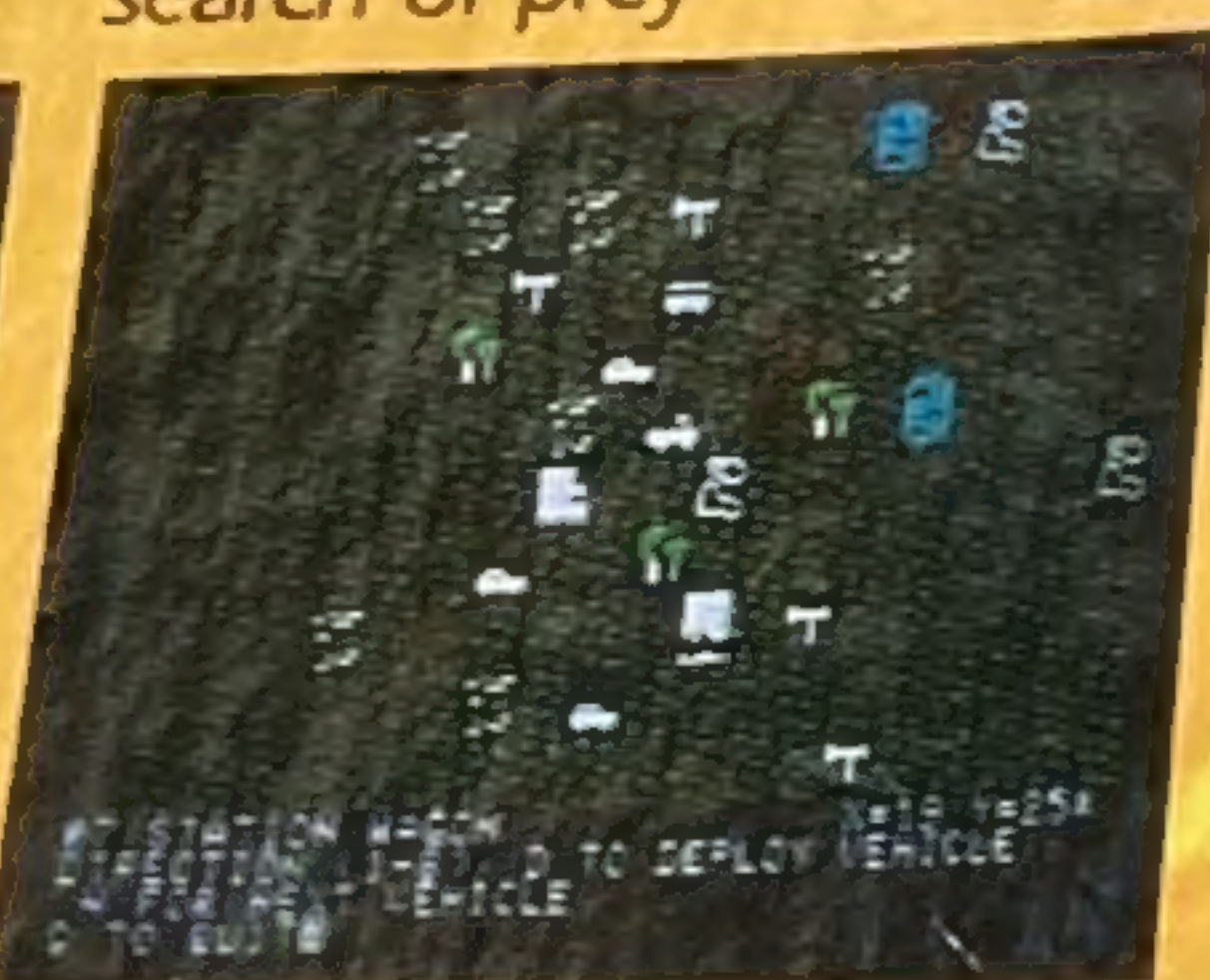
ng the deserts of



Cruising the highways in
search of prey



tiful Florida and
s



Deploying for combat in
an oilfield

APPLE is a registered trademark of Apple
Computer, Inc.

WE'RE KNOWN AS THE MAKER OF
THE BEST COMPUTER WARGAMES.

NOW WE'RE GOING FOR
THE SAME REPUTATION IN
FANTASY GAMING.



STRATEGIC SIMULATIONS, INC.



SPRING 1986 CATALOG

ROADWAR 2000™



BECOMING A BATTLEFIELD...

...civil warfare has ripped apart civilization. Cities have turned into battlefields.

recruits, vehicles, supplies, food, gas, guns, ammunition, and medicine.

In the face to save the United States, these are more precious than gold.

Screen displays may vary from the APPLE II. Displays from other computers may vary.

STATUS REPORT ON A VEHICLE

VEHICLE	1000000	25/25
MANEUVERABILITY	3	3
PROTECTION	4	4
ACCELERATION	4	4
MAXIMUM SPEED	4	4
PROTECTION (L/R/B/T)	2/3/1/0	
INTERIOR CREW CAPACITY	8	
EXTERIOR CREW CAPACITY	1/2/1/1	
TOPSIDE CREW CAPACITY		

STATUS REPORT ON A VEHICLE

CRUISING THE HIGHWAYS IN SEARCH OF PREY

DEPLOYING FOR COMBAT IN AN OILFIELD

Beautiful Florida and Texas

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ADWAR 2000

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THE SAME OLD FANTASY GAME

STRATEGIC SIMULATIONS, INC.

QUESTOR

RINGS OF ZILFIN

FANTASIE

FANTASIE II

MASTER COMMAND LIST

- | | |
|-------------------------------|---|
| A = Abandon Vehicle | P = Search for People |
| C = Scout the City | Q = Quit Game |
| D = Drop Supplies | R = Recall Saved Game |
| E = Empire Status | S = Save Game to Disk |
| F = Fix Tires | T = Transfer Supplies to/from Cache |
| G = Gang Status Report | U = Use Radio Direction Finder (RDF) |
| H = Heal Sick with Antitoxin | V = Search for Vehicles |
| I = Initialize Save-Game Disk | W = Damage Report (Tactical Combat Only) |
| K = Check Contents of Cache | X = Examine Supplies |
| L = Search for Loot | Number keys (1-8) = Move in Indicated Direction |
| M = Manpower Report | |

VEHICLE TABLE

VEHICLE								MISSILE FACTOR			MISSILE PROTECTION FACTOR			BOARDING FACTOR			CREW CAPACITY			FUEL	CARRYING CAPACITY
	SIZE	MS	ST	MX	MN	BR	AC	L/R	F	B	L/R	F	B	TRS	L/R	T	B	INT.	EXT.		
Motorcycle*	S	1	3	100	4	2	2	2	2	2	0	2	0	2	1	0	1	2	0	1	5
Sidecar*	S	2	5	60	4	2	2	3	3	3	0/1	2	2	3	1	0	1	3	0	1	20
Compact Conv.	S	3	8	80	3	2	1	3	2	2	1	1	1	4	1/2	0	2	6	0	2	45
Compact H.T.	S	3	8	70	3	2	1	4	4	4	2	2	2	4	0/1	2	0	4	4	2	45
Midsize Conv.	M	5	13	90	2	2	1	3	2	3	1	1	1	4	2/3	0	3	8	0	3	125
Midsize H.T.	M	5	13	80	2	2	1	4	5	6	2	2	2	4	1/2	2	0	5	6	3	125
Sports Car Conv.	S	4	10	120	3	2	2	3	2	3	1	1	1	4	2/3	0	2	6	0	4	80
Sports Car H.T.	S	4	10	120	3	2	2	4	4	4	2	2	2	4	0/1	2	0	4	4	4	80
Station Wagon	M	6	15	80	2	2	1	6	5	6	2	2	2	4	2/3	3	3	8	9	3	180
Limousine	M	8	20	100	2	2	1	6	5	6	2	2	2	4	1/2	3	3	8	9	4	320
Van	M	7	18	70	2	2	1	8	5	6	2	2	2	4	0/3	3	3	11	12	3	245
Pickup Truck	M	9	23	80	2	2	1	6	4	3	1	2	1	4	4/5	0	3	14	2	4	405
Offroad Conv.	M	6	15	70	2	2	1	2	2	2	1	1	1	4	1/2	0	2	4	0	4	180
Offroad H.T.	M	6	15	70	2	2	1	3	3	3	2	2	2	4	0/1	2	0	4	2	4	180
Bus	L	14	35	70	1	1	1	26	3	5	2	2	2	6	0/2	10	0	51	51	10	980
Tractor*	M	10	25	40	2	1	1	3	3	3	0	1	0	T	2	0	2	3	0	6	500
Construction Veh.*	L	18	45	30	2	1	1	4	4	4	0	1	0	T	3	0	3	4	0	10	1620
Flatbed Truck	L	16	40	80	1	1	1	14	4	4	0	2	0	14	6/7	0	4	51	2	8	1280
Trailer Truck	L	20	50	80	1	1	1	14	4	8	5	2	0	18	0	10	5	51	50	10	2000

Abbreviations and terms:

- MS = Mass; ST = Structure; MX = Max speed in MPH; MN = Maneuverability; BR = Braking; AC = Acceleration; L/R = Left or right facing; F = Front facing; B = Back facing; T = Topside facing
- Size: The facing icon used to represent a vehicle in tactical combat is dependent on the size of the vehicle.
- Missile Factor is the number of crew which can fire in a given direction.
- Missile Protection Factor is the armor protecting the interior crew. It may be improved. Top armor starts at zero.
- TRS is the number of tires the vehicle uses. 'T' indicates treads which may not be destroyed.
- Fuel is the amount of fuel consumed by the vehicle during strategic movement. Twice this value may be carried in its tanks.
- *: May fire one volley only during any fire phase. All other vehicles may fire two volleys if crew permits.

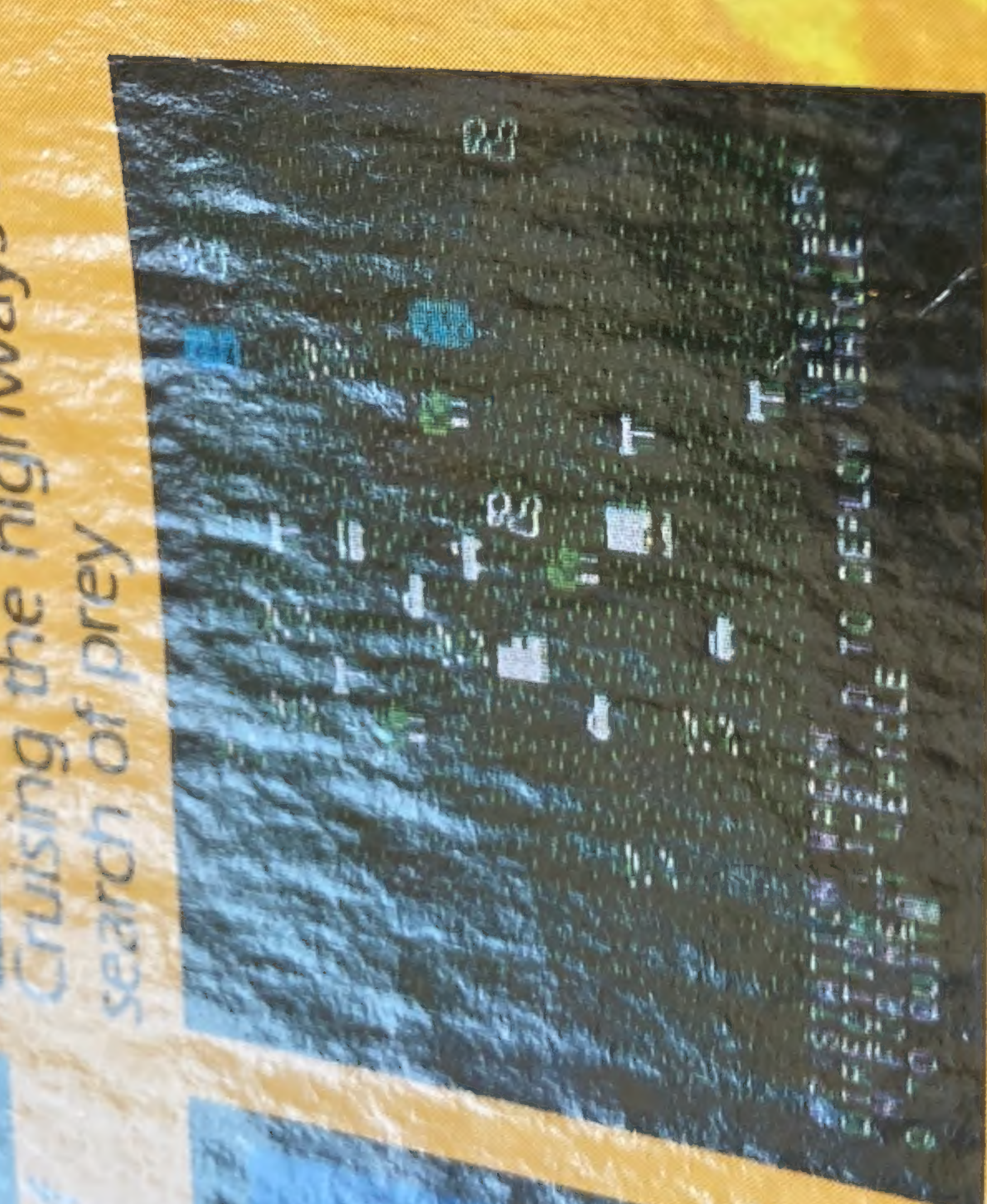
If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: **Strategic Simulations, Inc., 1046 N. Rengstorff Avenue, Mountain View, CA 94043.**
Or call our Hotline Number: **(415) 964-1200** every weekday, 9 to 5 (P.S.T.).

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computer resolve person-
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direct the fighting in great
detail. Assign men to
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Order your men to fire
or crossbows, ram
enemy vehicles.
WAR 2000 is an
of survival in a
Maximize your
fighting for new

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VEHICLE 100



Status report on a vehicle



Cruising the highways in search of prey



Deploying for combat in an oilfield

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A = Aba
C = Scou
D = Drop
E = Empi
F = Fix Ti
G = Gang
H = Heal
I = Initia

ROADWAR 2000



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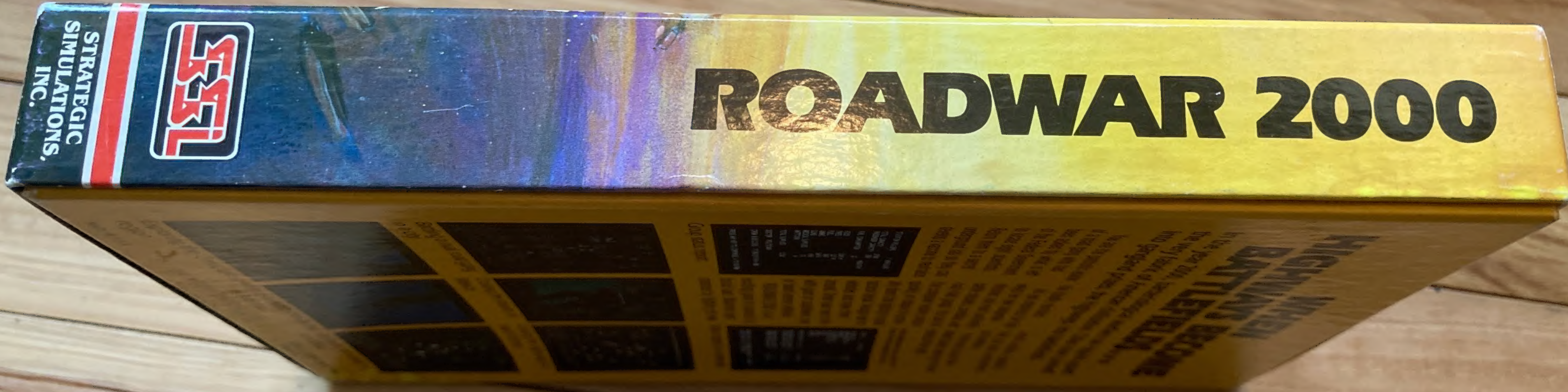
- Recruit and lead a band of highwaymen through a post-holocaust U.S., Canada and Mexico.
- Explore more than 120 cities and over 30 types of terrain.
- Trade, talk or fight with a wide assortment of people, gangsters and mutants.

- Choose abstract combat resolution or detailed tactical combat. Fire, ramming and boarding are realistically resolved using individual crewmen.
- Each of the up to 15 vehicles in your gang is rated individually in 24 categories; each crewman is rated for combat, survival and promotion.

ROADWAR 2000



STRATEGIC
SIMULATIONS,
INC.



ROADWAR 2000 was designed by **Jeffrey A. Johnson**,
whose other SSI works include SIX-GUN SHOOTOUT™ and NAM™.

■ **PLAYING TIME:** 50+ hours.

Art direction: LOUIS HSU SAEKOW. Illustration: JOSEPH CHIODO.

**WHEN
HIGHWAYS BECOME
BATTLEFIELDS...**

In the year 2000, technological warfare has ripped apart
the very fabric of American civilization. Cities have turned
into battlegrounds, the highways into battlefields.



WHEN HIGHWAYS BECOME BATTLEFIELDS...

In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields.

You are the patriotic leader of a road gang who has been asked by what is left of the Federal Government to locate eight scientists. Return them to a secret underground lab so they can develop a vaccine to neutralize

the deadly microbes.

As you crisscross the highways on your desperate mission, you must constantly battle mutants, cannibals, and rival road gangs. You can let the computer resolve combat quickly, or choose to personally direct the fighting in great tactical detail. Assign men to vehicles and move them around. Order your men to fire with guns or crossbows, ram or board enemy vehicles.

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Screen displays shown are from the APPLE®. Displays from other computer(s) may vary.

STOCKTON ROLLERS	7 VEHICLES
TOTAL CAPACITY:	3790
PASSENGER CAPACITY:	208
FUEL CONSUMPTION:	32 HEALTHY
FOOD:	2345 *
TIRES:	227 *
FUEL:	680
AMMO:	3474
GUNS:	456
MEDICAL SUPPLIES:	22
ANTITOXIN:	4
TOTAL SUPPLIES:	3730
DOCTOR POLITICIAN	
CREW (A/B/C/D/E):	17/29/23/17/4 = 90
PRESS ANY KEY TO CONTINUE. X TO EXIT	

Group status report

VEHICLE 1	LIMOUSINE
STRUCTURE	23/23
MANEUVERABILITY	2/2
BRACING	3
ACCELERATION	5
WEAPON TYPES	F/R
TIRES	4/4
SPEED	6/13
FACING	7
PROTECTION (L/R/F/B/T)	4/4/4/4/2
INTERIOR CREW CAPACITY	8
INTERIOR CREW QUALITY	2/3/1/1/0
TOPSIDE CREW CAPACITY	9
TOPSIDE CREW QUALITY	1/2/2/1/1
PRESS <OR> TO CHANGE VEHICLE. G FOR GANG STATS. OR X TO EXIT	

Status report on a vehicle



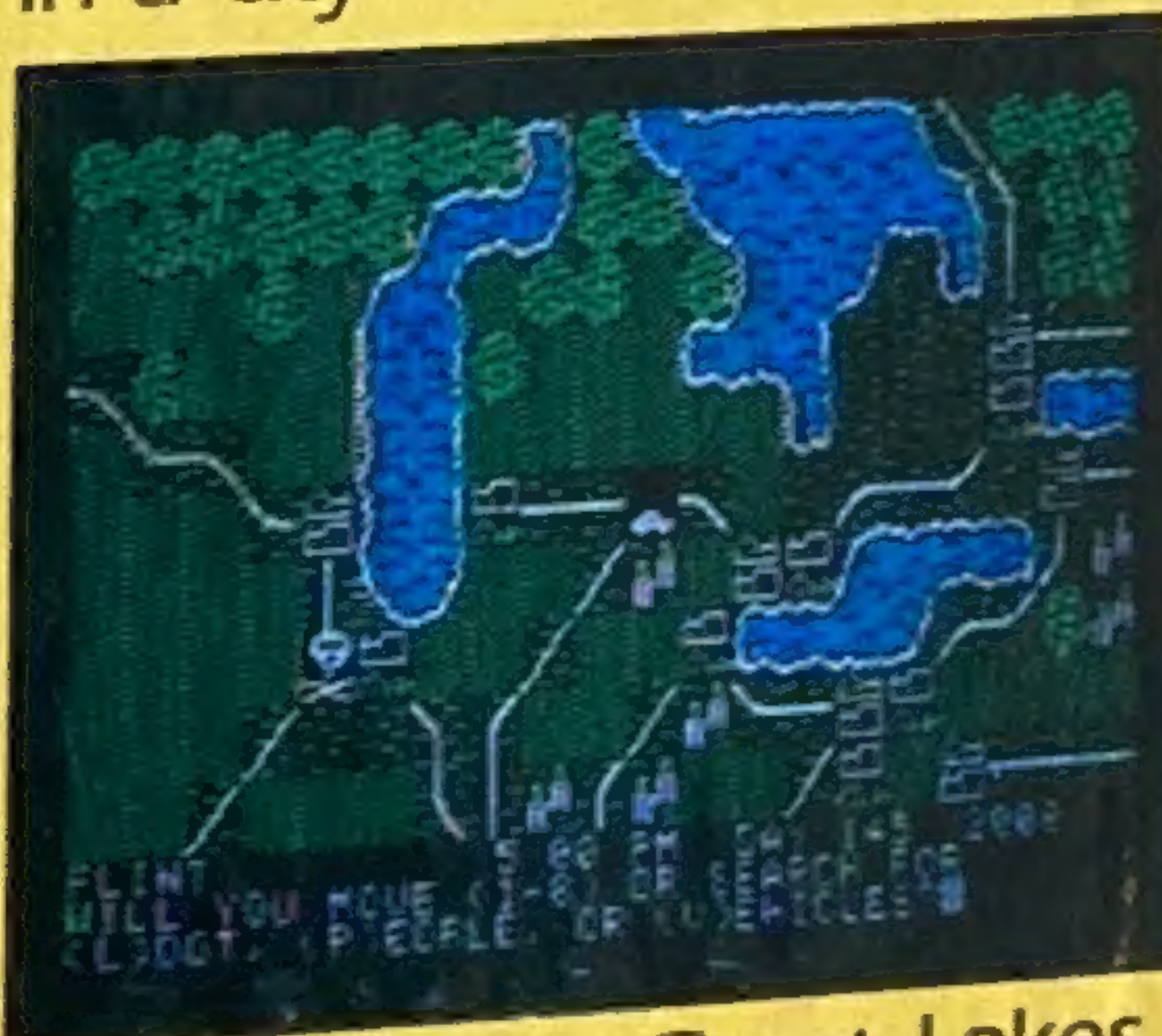
Battling a rival road gang in a city



Crossing the deserts of Mexico



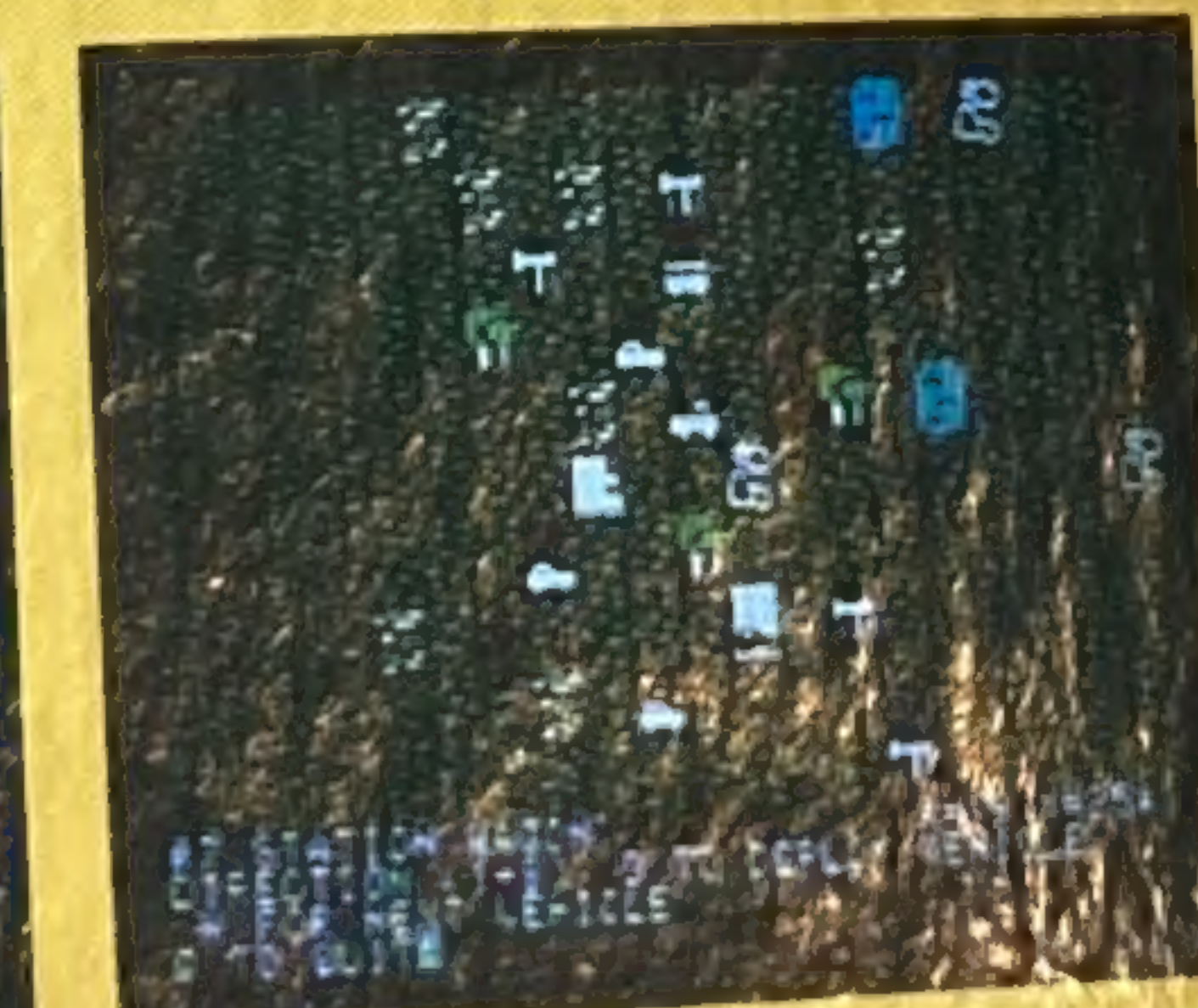
Cruising the highways in search of prey



Exploring the Great Lakes region



Once-beautiful Florida and the Bahamas



Deploying for combat in an oilfield

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MADE IN U.S.A.

ROADWAR 2000

ROADWAR 2000

STRATEGIC SIMULATIONS, INC.

APPLE®

48K disk for Apple II
with Applesoft
ROM, II+, IIe
and III

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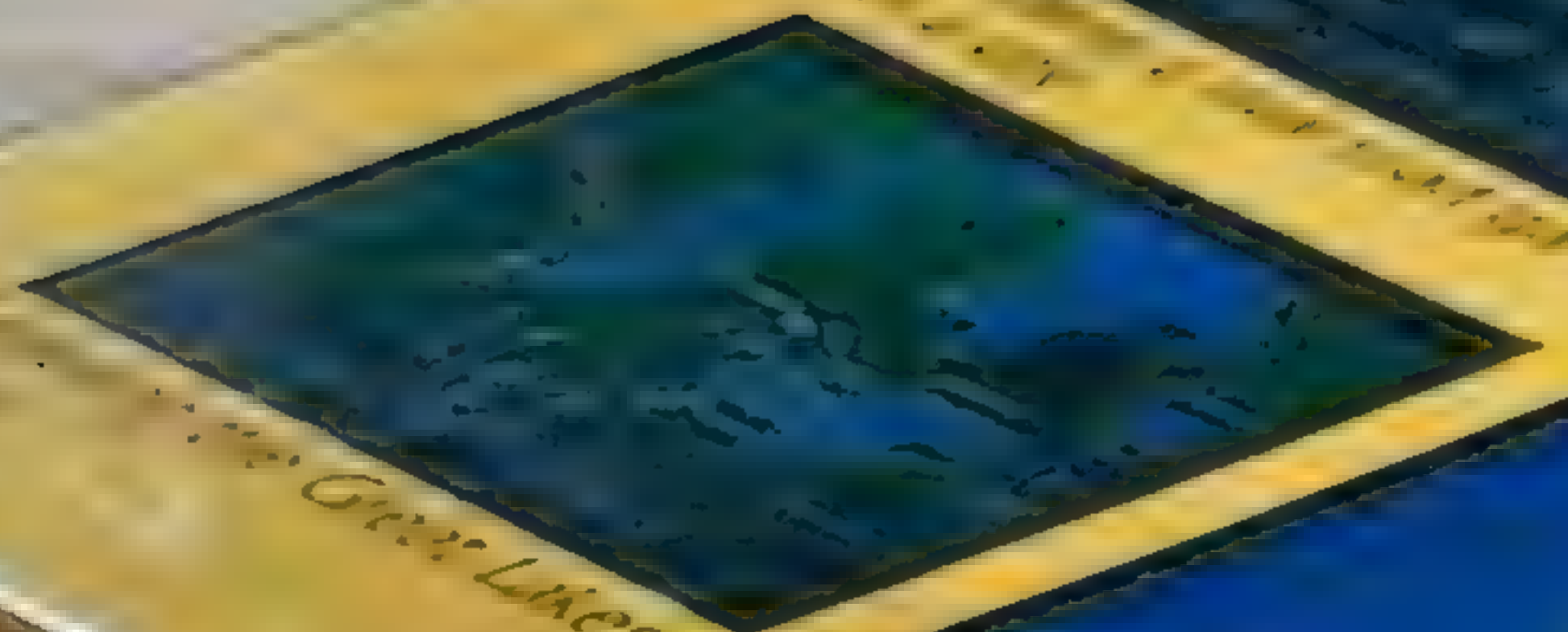
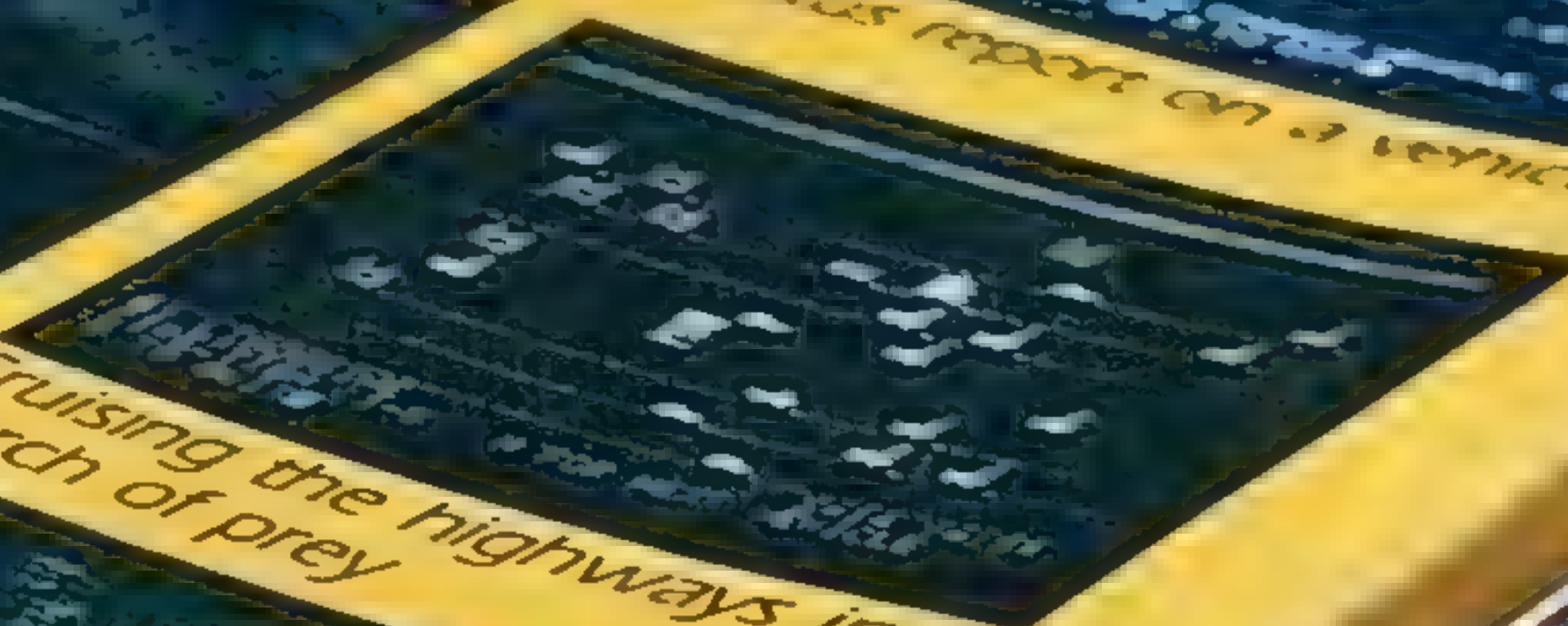
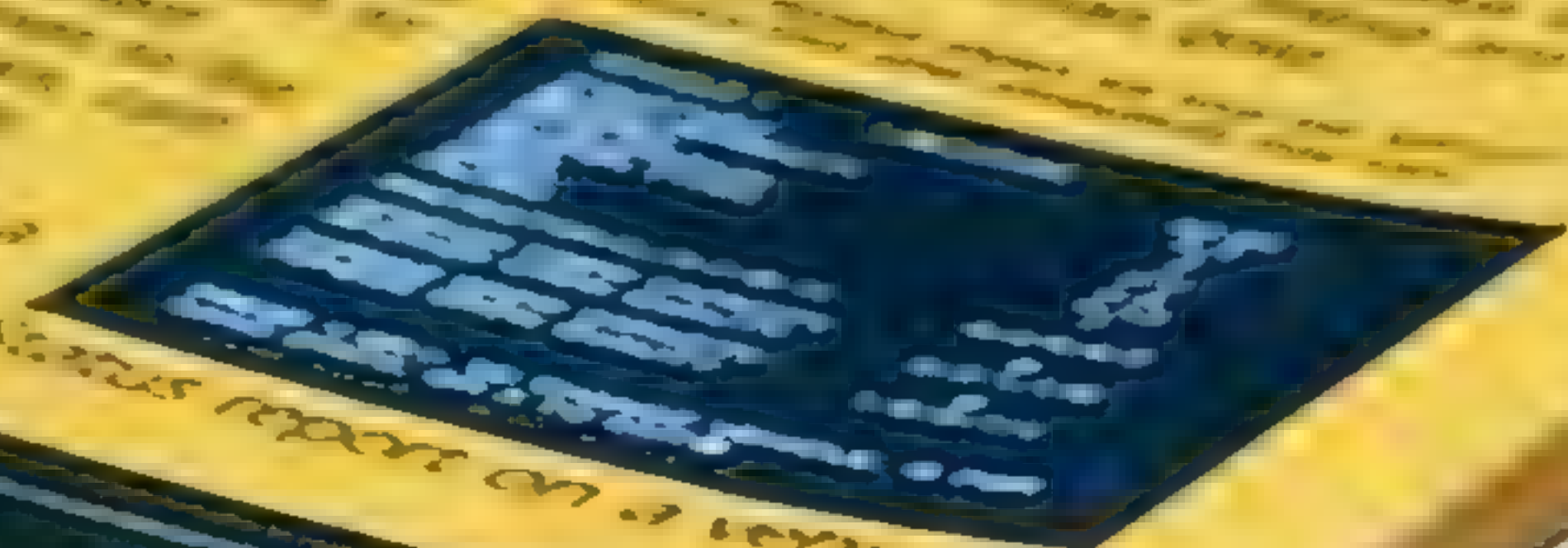
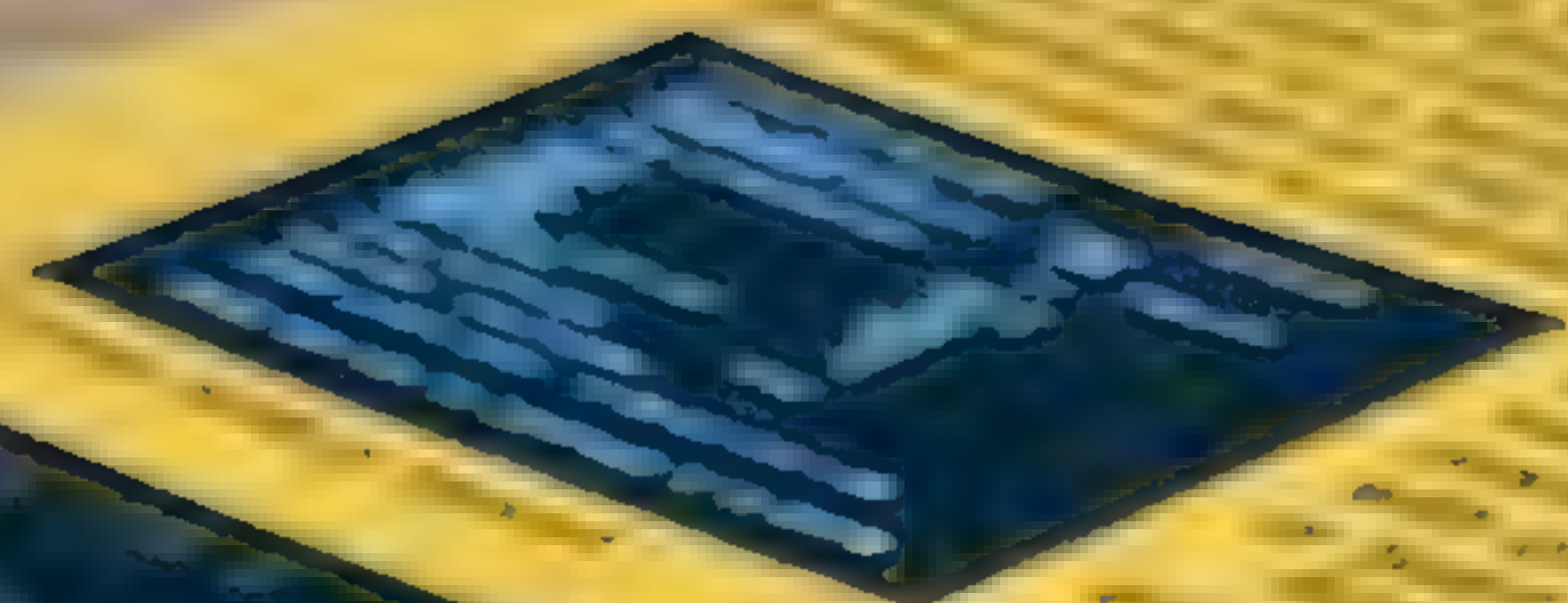
STRATEGIC
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INC.

■ Recruit and lead a band of highwaymen through a post-apocalyptic U.S., Canada and Mexico.
■ Explore more than 120 cities and over 30 types of terrain.
■ Trade, buy or fight with a wide assortment of people, gangsters and mutants.

■ Choose abstract combat resolution or detailed tactical combat. Fire, ramming and boarding are realistically resolved using individual crewmen.
■ Each of the up to 15 vehicles in your gang is rated individually in 24 categories; each crewman is rated for combat, survival and promotion.



ROADWAR 2000 was designed by **Jeffrey A. Johnson**,
whose other SSI works include SIX-GUN SHOOTOUT™ and NAM™.
■ PLAYING TIME: 50+ hours.
Art direction: LOUIS HSU SAEKOW. Illustration: JOSEPH CHIODO.

[illegible]

Deploying for combat in
an oilfield
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Recruit and lead a band of highwaymen through a post-rapids U.S. Canada and Mexico. Explore more than 120 clues and over 30 types of terrain. Talk of tight with a wide assortment of gangsters and mutants.

**STRATEGIC
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INC.**



HIGHWAYS ALWAYS BECOME BATTLEFIELDS...

In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields. You are the patriotic leader of a road gang who has been asked by what is left of the Federal Government to locate eight scientists underground lab so they can develop a vaccine to neutralize rival road gangs, cannibals, and battle mutants. You must constantly ways on your desperate mission, you must constantly ally directly, or choose to let the computer resolve combat. Tactical detail the fighting in great detail. Order and move them to the front lines. You must even to the rear. You must even to the rear. You must even to the rear.



ROADWAR 2000

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